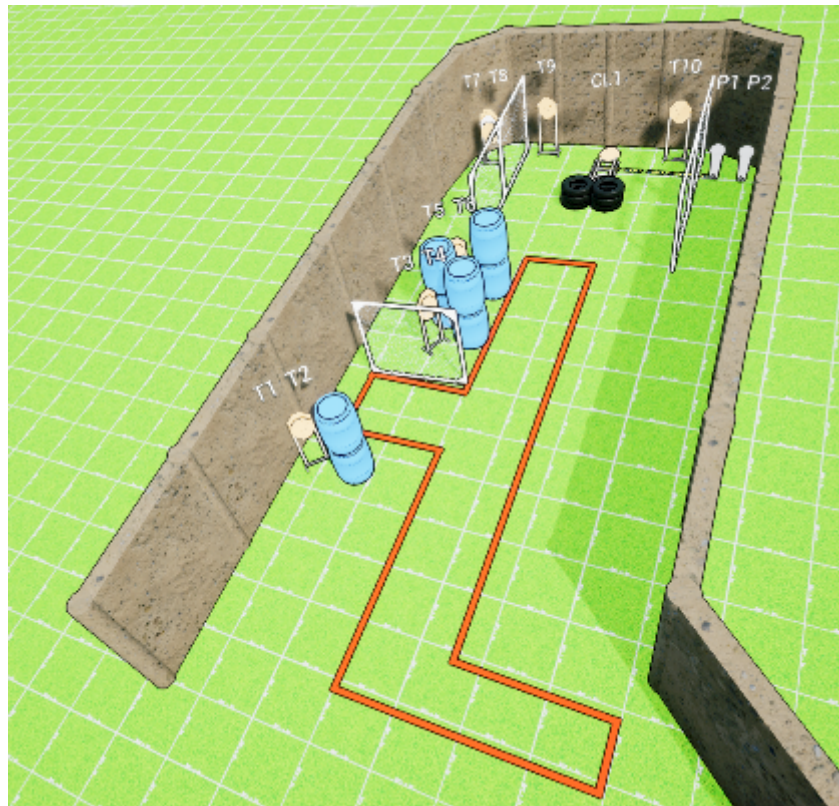


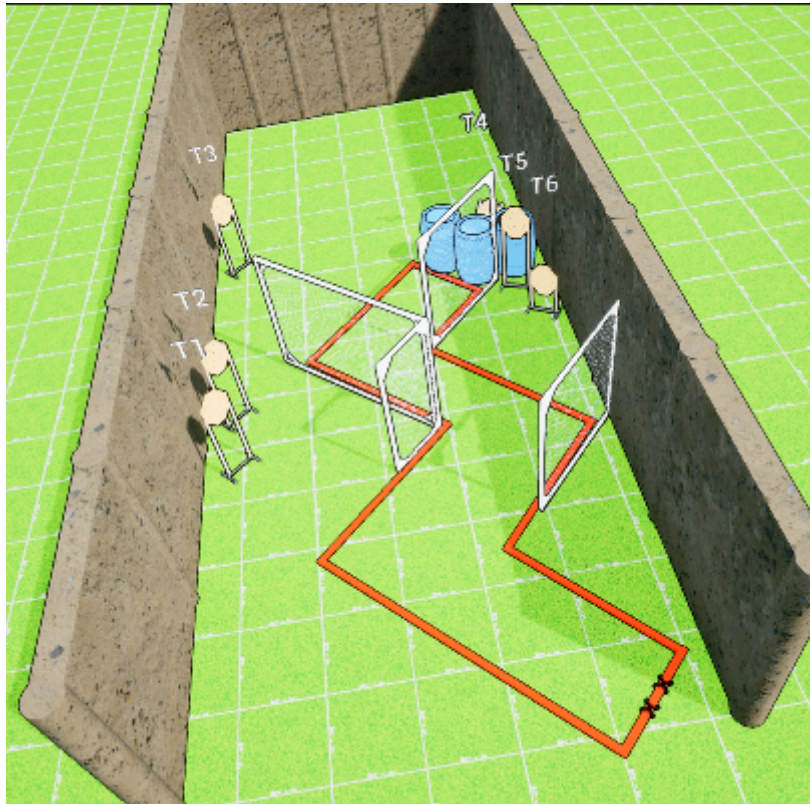
1. Flapper



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	35.29%

Procedure	On signal engage all targets as they become visible from within the demarcated area Popper P1 activates Clamshell 1 all targets remain visible at rest
Starting position	anywhere within the demarcated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90*
Setup notes	

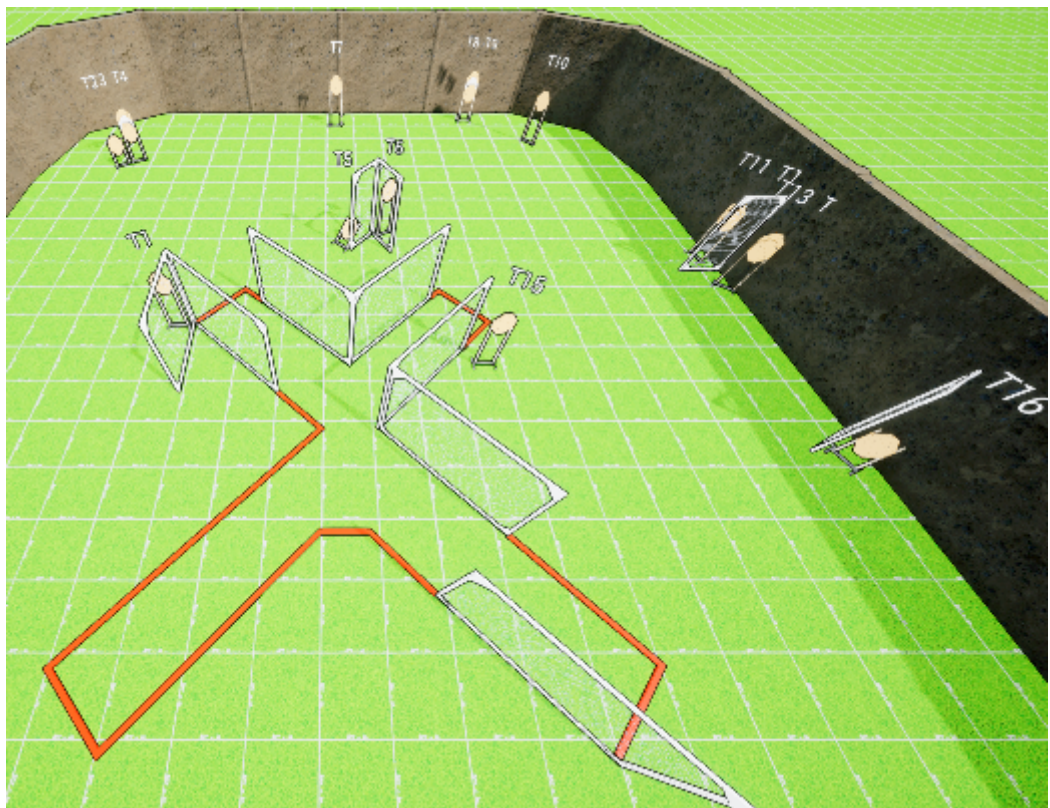
2. ZigZag



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	17.65%

Procedure	On signal engage all targets as they become visible from within the demarcated area
Starting position	Heels touching marks
Firearm ready condition	Loaded with Empty Chamber
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90*
Setup notes	

3. DoubleCross



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	47.06%

Procedure	On signal engage all targets as they become visible from within the demarcated area
Starting position	Anywhere within the demarcated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90*
Setup notes	